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includes a control interface which operates as follows. When a machine 10 cashes a player out

or pays out winnings, firmware associated with the game machine control (such as the illustrated

processor 12) calculates how many coin/tokens that need to be dispensed from the hopper 20. At

this point, a motor is activated which controls the hopper 20. The processor 12 samples an input

5   sensor which changes states as coins are being ejected from the hopper. The sensor toggles one

time for each coin that is dispensed from the hopper 20. The processor 12 continues to activate

the motor on until all of the coins/tokens, for that cash out, have been dispensed by the hopper

20.

On page 15, ~~last paragraph, first line,~~ line 21 please replace "case" with "cash"

In the Claims

Please amend claim 1 as follows:

15

1.   A gaming machine of the type useable to provide cashless gaming, the gaming machine

comprising in combination:

A.   a gaming unit having a game interface, a game processor in communication with the

game interface, and a cash transaction unit in communication with the game processor; and

20 B.   a cash emulation processor intermediate, and in communication with, the game processor

and cash transaction unit, the cash emulation processor having a cashless credit system,

whereby the cash emulation processor may emulate at least a portion of the cash transaction unit

and thereby receive credit information from, or provide credit information to, the cashless credit

system.

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Please add the following claims 2-30:

2.   The gaming machine of claim 1 also having a machine housing with the game interface,

5   game processor, and cash transaction unit being mounted in the machine housing.

3.   The gaming machine of claim 2 with the cash emulator processor having an emulator

housing separate from the machine housing.

10   4.   The gaming machine of claim 1 wherein the cash emulation processor is also connected

through a network communication link to a credit information system distal from the cash

emulation processor, whereby the cash emulation processor may exchange credit information

with the credit information system.

15   5.   The gaming machine of claim 2 wherein the cash emulation processor is also connected

through a network communication link to a credit information system distal from the cash

emulation processor, whereby the cash emulation processor may exchange credit information

with the credit information system.

20   6.   The gaming machine of claim 3 wherein the cash emulation processor is also connected

through a network communication link to a credit information system distal from the cash

emulation processor, whereby the cash emulation processor may exchange credit information

with the credit information system.

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7.   A cashless adaptor system of the type useable with a vending machine having a housing,

a user interface mounted in the housing, a cash transaction unit mounted in the housing, and a

vending machine processor mounted in the housing and in communication with the cash

transaction unit, whereby the cash transaction may receive or dispense cash and communicate the

5   reception or dispensing of cash to the vending machine processor, the cashless adaptor system

comprising in combination:

      A.   a cash transaction unit emulator mounted in communication with the vending

            machine processor; and

      B.   a cashless transaction system in communication with the cash transaction unit

10   emulator;

whereby the cashless transaction system may (i) receive credit information from, or provide

credit information to, the user; and (ii) in conjunction with the cash transaction unit emulator

emulate the receipt or dispensing of cash to the vending machine.

15   8.   The cashless adaptor system of claim 7 also comprising a network communication link

connected to a credit information system distal from the cash emulation processor, whereby the

cash emulation processor may exchange credit information with the credit information system.

9.   The cashless adaptor system of claim 7 wherein the cash transaction unit emulator

20   includes an interception processor within the cash transaction unit emulator, whereby the

interception processor may intercept cash transaction communication between the vending

machine processor and the cash transaction unit.

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10.   The cashless adaptor system of claim 8 wherein the cash transaction unit emulator

includes an interception processor within the cash transaction unit emulator, whereby the

interception processor may intercept cash transaction communication between the vending

machine processor and the cash transaction unit.

5

11.   The cashless adaptor system of claim 7 wherein the vending machine comprises a game-

of-chance, and the cash transaction system includes a gaming credit record receptor.

12.   The cashless adaptor system of claim 9 wherein the vending machine comprises a game-

10   of-chance, and the cash transaction system includes a gaming credit record receptor.

13.   The cashless adaptor system of claim 10 wherein the vending machine comprises a game-

of-chance, and the cash transaction system includes a gaming record card receptor.

15   14.   A cashless adaptor system of the type useable with a vending machine having a housing.

a user interface mounted in the housing, a cash receptor mounted in the housing, a cash dispenser

mounted in the housing, and a vending machine processor mounted in the housing and connected

to, and in communication with, the cash receptor and the cash dispenser, whereby the cash

receptor may communicate the reception of cash to the vending machine processor and the

20   vending machine processor may command the cash dispenser to dispense cash, the cashless

adaptor system comprising in combination:

        C.   a cash transaction emulator connected intermediate the cash receptor and the vending

                machine processor and intermediate the cash dispenser and the vending machine

                processor; and

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D.   a cashless transaction system in communication with the cash transaction emulator;

whereby the cashless transaction emulator may emulate to the vending machine processor (i) the

reception of cash by the cash receptor and (ii) the dispensing of cash by the cash dispenser.

5   15.   The cashless adaptor system of claim 14 further comprising a network communication

link in communication with a credit information system distal from the cash transaction emulator

whereby the cashless transaction system may exchange credit information with the credit

information system.

10   16.   The cashless adaptor system of claim 14 wherein the cash transaction emulator includes a

receptor interception processor within the transaction emulator, whereby the receptor

interception processor may intercept cash transaction communication between the vending

machine processor and the cash receptor.

15   17.   The cashless adaptor system of claim 15 wherein the cash transaction emulator includes a

receptor interception processor within the transaction emulator, whereby the receptor

interception processor may intercept cash transaction communication between the vending

machine processor and the cash receptor.

20   18.   The cashless adaptor system of claim 14 wherein the cash transaction emulator includes a

dispenser emulation processor within the transaction emulator, whereby the dispenser emulation

processor may emulate cash dispenser communication to the vending machine processor.

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19.   The cashless adaptor system of claim 15 wherein the cash transaction emulator includes a

dispenser emulation processor within the transaction emulator, whereby the dispenser emulation

processor may emulate cash dispenser communication to the vending machine processor.

5   20.   The cashless adaptor system of claim 17 wherein the cash transaction emulator includes a

dispenser emulation processor within the transaction emulator, whereby the dispenser emulation

processor may emulate cash dispenser communication to the vending machine processor.

21   The cashless adaptor system of claim 14 wherein the vending machine comprises a game-

10   of-chance, and the cash transaction system includes a gaming credit record receptor.

22.   The cashless adaptor system of claim 15 wherein the vending machine comprises a game-

of-chance, and the cash transaction system includes a gaming credit record receptor.

15   23.   The cashless adaptor system of claim 16 wherein the vending machine comprises a game-

of-chance, and the cash transaction system includes a gaming credit record receptor.

24.   The cashless adaptor system of claim 17 wherein the vending machine comprises a game-

of-chance, and the cash transaction system includes a gaming credit record receptor.

20

25.   The cashless adaptor system of claim 18 wherein the vending machine comprises a game-

of-chance, and the cash transaction system includes a gaming credit record receptor.

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26.   The cashless adaptor system of claim 19 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

27.   The cashless adaptor system of claim 20 wherein the vending machine comprises a game-
5   of-chance, and the cash transaction system includes a gaming credit record receptor.

28.   A method of providing cashless gaming in conjunction with a gaming machine unit having a game interface, a game processor in communication with the game interface, and a cash transaction unit in communication with the game processor, the cashless gaming method
10   comprising the steps of:

A.   maintaining an emulation processor intermediate, and in communication with, the game processor and cash transaction unit; and

B.   in conjunction with the emulation processor, emulating at least a portion of the cash transaction unit, thereby receiving credit information from, or providing credit
15   information to, the cashless credit system.

29.   The cashless gaming method of claim 28 further comprising steps:

C.   maintaining a network communication link to a credit information system distal from the emulation processor;

20   D.   in conjunction with the network communication link, exchanging credit information between the credit information system and the emulation processor.